Matías Fernández

matiasfernandez602@gmail.com
+54 9 11 5660-7931

Technical Skills

Languages: C#, C++.

Software Experience: Unity 3D, Unreal Engine, JetBrains Rider, Visual Studio, Fork (Git).

Game Programmer: Implementation of new gameplay systems in C# with Unity, including Player Power ups, new game modes and First time user experience.

Virtual Reality Programmer: Implementation of VR systems in different simulations, development of features that interact with VR technologies (LeapMotion, Body tracking).

Miscellaneous: Worked into debug features for QA and testers, as well as bug fixing with the QA team.

Other: Have experience with big teams including artists, designers and QA. Quick learner and interested in learning new technologies.

Work Experience

Unity Developer, 2018, Delta3
Worked as part of the development team that creates Virtual Reality simulations for complex machinery training. Worked on adding VR software and input features into the in-develop simulations as well as implementation of 3D art made by the team.

Game Developer, 2020, Dedalord Games
Worked as part of a development team working with Big Run Studios to create live updates to their competitive mobile games as well as adding new features to their new unannounced games.

Education

Image Campus, 2018
Three year Degree in Game Development
(Tecnicatura Superior en Desarrollo de Videojuegos)

Miscellaneous

Favorite Games: Legend of Zelda: Skyward Sword, Counter Strike: Global Offensive, Starcraft, Super Mario Odyssey, Persona 4, Stardew Valley, Super Smash Bros.